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ABSTRACT

CHOICE Security is an Apple computer game activity designed to help secondary migrant students memorize their social security numbers and reinforce job and role information presented in "Career Notes, First Applications." The learner may choose from four time options and whether to have the social security number visible on the screen or not. The instructor may use the Teacher File Handler to enter a class list of learners and their social security numbers. Program objectives are to memorize one's social security number, recognize the social security number as having three segments, practice basic computer keyboard manipulation, develop/increase computer assisted instruction and awareness, promote and develop observation and matching skills, improve visual memory, foster goal setting and task completion, and improve long- and short-term recall. This teacher software manual details hardware requirements, backup copying procedures, student learning objectives, use of the program as a tutorial or in a classroom setting, step-by-step directions for using the program and file handler, instructions for turning the sound on or off, and a program outline and flow chart. (NEC)

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# CHOICE

(CHallenging Options In Career Education)

## SECURITY

Review Software for Advanced CHOICE

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In addition to the Spanish materials and new versions of Occupational Resources (English), CHOICE now has software available to accompany its other curriculum materials. All of the software is available in both English and Spanish and is programmed for Apple computers. The software manuals are included here on ERIC microfiche and are available, along with the disks, from CHOICE. The software is designed to reinforce and enhance CHOICE information.

SECURITY is designed to accompany the material on social security numbers in Career Notes. The disk presents a game-type activity through which the user can practice and memorize his or her social security number. The teacher can construct a class file containing the students' social security numbers, or students can use a disk without a class file by simply entering their own social security number before playing the game. The object of the game is to help a nuclear scientist prevent "meltdown" by unlocking three coded locks to the laboratory. The "code" is the students's social security number. The student may choose from four levels of difficulty, and graphic and musical rewards are provided to help maintain user interest. The sound option on the disk may be turned on or off by the teacher.

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## INTRODUCTION

CHOICE Security provides youth in the secondary grades the opportunity to use the computer in self-directed ways while reinforcing job and role (J&R) information presented in Career Notes, "First Applications". After reading the chapter, the learner is able to use the Security disk independently to reinforce the information studied. The objective of the designers is that, given a short teacher introduction, the learner(s) will be able to use the disk independently.

Security is a computer game activity designed to help the learner memorize his or her social security number. The object of the game is to help a "scientist" in the land of ZAM prevent a nuclear plant "meltdown". In order to do this the learner must unlock three doors by entering his or her social security number in three segments. When a segment is successfully entered, the scientist passes through a door. The learner must move the cursor in the "code box" to each digit of the social security number and press (RETURN). (The numbers in the code box are placed randomly each time the game is played.) The learner may choose to have the social security number visible (easy) or hidden (hard). The learner may also choose one of four timed levels of difficulty (10, 20, 30, or 40 seconds) in which to prevent meltdown.

The instructor may use the "Teacher File Handler" to enter a class list of learners and their social security numbers. Each learner then receives an access code which must be used before being allowed to play the game. The program may be used without a

class file, in which case the user is asked to enter his or her social security number before playing the game. However, the instructor is encouraged to create a class file to ensure that each learner is memorizing his or her correct social security number. The instructor may also choose whether or not to have sound when the game is being played.

## HARDWARE REQUIREMENTS

Computer: Apple // or Apple //+ (minimum 48K), or Apple //e or //c
One disk drive

## MAKING BACKUP COPIES OF THIS PROGRAM

This CHOICE Security Program Disk may be copied for your professional use. CHOICE requests that you do not further distribute copies without permission. Copyrighted materials have been used in developing this program. All interested parties may write or call CHOICE to obtain a copy at minimal cost.

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## LEARNING OBJECTIVES

1. To memorize one's social security number
2. To reinforce Career Notes, "First Applications" material
3. To recognize the social security number as having three segments
4. To practice computer keyboard manipulation
5. To develop and increase computer assisted instruction and awareness
6. To promote and develop observation and matching skills
7. To improve visual memory
8. To foster goal setting and task completion
9. To improve long and short term recall

## USE: TUTORIAL OR CLASSROOM SETTING

It is the goal of CHOICE Security to reinforce the job and role information presented in Career Notes, "First Applications". The learner may choose from four time options and whether to have the social security number visible on the screen or not.

THE CHOICE SECURITY DISK MAY BE USED IMMEDIATELY BY ANY STUDENT OR TEACHER WHO KNOWS HOW TO INSERT A DISK AND TURN ON THE COMPUTER.

Note: If you have not used an Apple computer before, you may want to review the "Know Your Apple" introduction disk. In any event, remember NEVER insert or remove a disk or press <CONTROL> & <RESET> if the disk drive operating light is on. In this manual special keys will be indicated within <> symbols; for example, if you need to press the key marked "return" on the right hand side of your machine, the instruction will say "press <RETURN>". After typing any information, you must press the <RETURN> key in order for the computer to interpret the information you have typed.

Insert the CHOICE Security program disk in the disk drive of the Apple computer and turn on the power switch. This will automatically run the program. If the Apple computer has been used with another program and is already on, simply insert the CHOICE Security program disk in the disk drive as above and then press the <RESET> key on the Apple // Plus, or, on the Apple //e or //c, press in conjunction the <OPEN APPLE> key, the <CONTROL> key and the <RESET> key. This will also automatically run the program.

NOTE: Use the <ESC> key to quit when the program pauses to accept input from the keyboard.

## HOW THE PROGRAM WORKS

1. Insert the CHOICE Security program disk (label side facing up and towards you) into the disk drive and turn on the power switch.

** TOUCH ONLY THE LABEL END OF THE DISK **

2. The disk drive will operate and you will see title screens on your computer monitor.

3. When the disk drive stops the screen will ask for your first name. To correct a mistake before pressing <RETURN> use the <-- (left arrow) key.

a. If there is no class list you will:
   1) type in your first name (up to nine letters) and press <RETURN>,
   2) type in your social security number and press <RETURN>.

b. If there is a class list on the disk you will:
   1) type in your first name (up to nine letters) and press <RETURN>,
   2) type in your last name (up to 15 letters) and press <RETURN>, and
   3) type in your access code (asterisks will appear on the screen to protect your code) and press <RETURN>.

4. The screen now shows the message "WELCOME TO THE LAND OF ZAM" and asks if you would like directions. Type "YES" or "NO" and press <RETURN>.

a. If you typed "NO", go to #5.

b. If you typed "YES", the screen will display the first page of directions. When you have read the screen, press <RETURN> to see the second page. Press <RETURN> again to continue.

5. The screen will now show your social security number (either the number entered in #3a above or the

number entered in the class file) and ask you to choose the easy or hard version of the game by typing "E" or "H":

a. In the easy version your social security number will remain on the screen throughout the game.

b. In the hard version your social security number will be concealed.

6. The time options will now appear on the screen. Choose an option by typing "1", "2", "3", or "4".

```
How fast can you and the scientist
enter your Social Security Number ?

        1 = 10 SEC
        2 = 20 SEC
        3 = 30 SEC
        4 = 40 SEC

    TYPE 1, 2, 3, OR 4 =>
```

a. Choosing option "1" will give you 10 seconds in which to prevent meltdown. If successful, you will achieve the rank of scientist.

b. Choosing option "2" will give you 20 seconds in which to prevent meltdown. If successful, you will achieve the rank of technologist.

c. Choosing option "3" will give you 30 seconds in which to prevent meltdown. If successful, you will achieve the rank of journeyman.

d. Choosing option "4" will give you 40 seconds in which to prevent meltdown. If successful, you will achieve the rank of apprentice.

7. The game will now appear on the screen. The program will wait for you to press any key before starting the timer.

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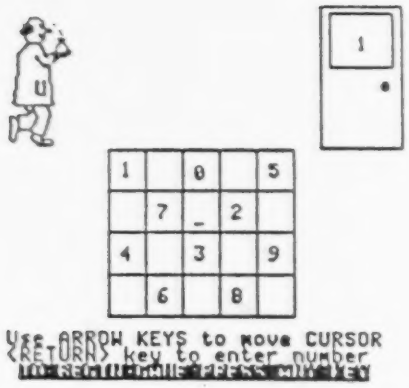
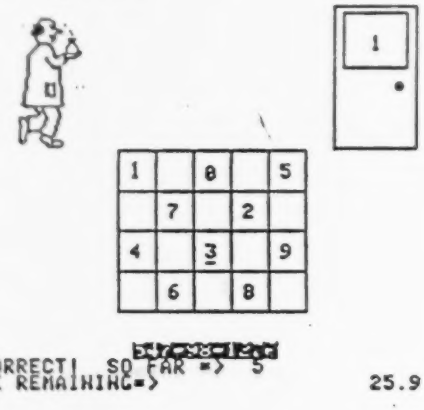



8. Move the cursor to the first digit of your social security number using the arrow keys at the lower right of the keyboard (on the Apple //+ and the Apple // the "A" and "Z" keys are used for up and down arrows).

> NOTE: The cursor cannot leave the code box using the up and down arrows. However, the cursor can leave the code box (but not the screen) using the left and right arrows.

9. When the cursor is under the first digit, press <RETURN>.

10. The cursor will return to the "home" (row two, column three) position. Locate the second digit of your social security number in the same manner as above. If an incorrect digit is entered, the message at the bottom of the screen notifies the learner and the cursor does not return to home position. The learner should try again.




25.9

11. After the first three digits of your social security number have been entered, the scientist will



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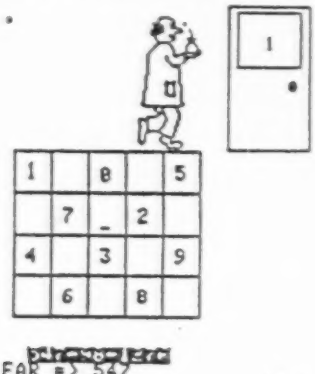
walk across the screen and through Door #1. The timer stops when the scientist moves and resumes after he goes through the door.




17.4

12. Play continues as in steps eight through ten above.

13. The scientist will move through Door #2 after the second segment of your social security number has been entered and through Door #3 after the third segment.

14. If time runs out before the scientist has passed through Door #3, "MELTDOWN" will occur.

15. If you successfully help the scientist through all three doors, a reward message will appear along with the exact time it took you to open the three doors, and you will be awarded the appropriate rank.

a. A rank can be achieved only by successful opening of the doors within the time period selected.

b. If you have opened the doors in a shorter time than you chose, the time will be noted on the screen, but you will only receive the rank appropriate to the level you chose. You must replay and attempt the higher level to earn the higher rank.

c. Example: Player chose level three (30 seconds). The doors were opened in 17 seconds. The rank of "journeyman" is awarded.



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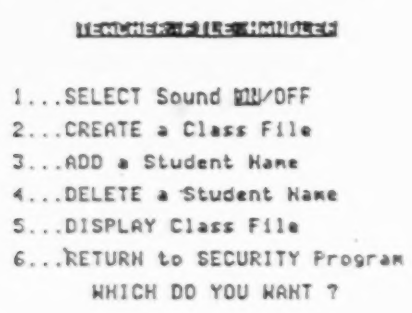
d. Example: Player chose level two (20 seconds). The doors were opened in 17 seconds. The rank of "technologist" is awarded.

## TEACHER FILE HANDLER




1. Insert the CHOICE Security program disk (label side facing up and towards you) into the disk drive and turn on the power switch.

** TOUCH ONLY THE LABEL END OF THE DISK **

2. The disk drive will operate and you will see title screens on your computer monitor.

3. When the disk drive stops the screen will ask for your first name.

4. Type "TEACHER" and press (RETURN).

5. When the screen asks for the access code, type "007" (asterisks will appear to protect your code) and press (RETURN).

6. The disk drive will operate and the Teacher File Handler Menu will appear on the screen.

7. Select the option you wish and follow the directions below.

NOTE: You can return to the Teacher File Handler Menu by pressing (ESC) any time the program pauses for input.



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CAUTION: DO NOT PRESS ANY KEYS WHILE INFORMATION IS BEING STORED ON THE DISK.

SELECT Sound ON/OFF

NOTE: The current status of the sound option is highlighted in the Teacher File Handler Menu.

NOTE: The left arrow key (<--) can be used to change any entry before you press return.

1. Type "1" and press <RETURN>

2. The screen will ask: "Would you like your students to have sound in the program? ___"

3. Answer "YES" or "NO" (you may use "Y" or "N") and press <RETURN>.

4. The disk drive will operate and the screen will return to the Teacher File Handler Menu.

CAUTION: DO NOT PRESS ANY KEYS WHILE INFORMATION IS BEING STORED ON THE DISK.

CREATE a Class File

NOTE: The left arrow (<--) may be used to correct an error before pressing <RETURN>.

1. Type "2" and press <RETURN>.

NOTE: If a class file already exists and you choose this option, a warning message will appear on the screen, "A CLASS FILE ALREADY EXISTS! YOU ARE ABOUT TO ERASE THAT FILE! DO YOU WANT TO ERASE THE CLASS FILE?" Type "YES" or "NO" and press <RETURN>.

2. The screen will show the message that you can use <ESC> to end ADDING of names and that the information you are entering is for New Student No. = 1.

3. Type the learner's LAST name (up to 15 letters) and press <RETURN>.

4. Type the learner's FIRST name (up to 9 letters) and press <RETURN>.

5. Type the learner's access code (any combination of up to four letters and/or numbers) and press <RETURN>.

6. Type the learner's social security number.

7. The screen will ask, "Is this information correct? (Y/N)".

8. Type "YES" or "NO" and press <RETURN>.

9. The screen will ask, "Are there more students to add? (Y/N)".

10. Type "YES" or "NO" and press <RETURN>.

    a. If you answer "YES", the screen will take you through steps three to nine for Student #2.

    b. If you answer "NO", the disk drive will operate and the screen will return to the Teacher File Handler Menu.

CAUTION: DO NOT PRESS ANY KEYS WHILE INFORMATION IS BEING STORED ON THE DISK.

## ADD a Student Name

1. Type "3" and press <RETURN>

2. Procede as in "Create a Class File" steps three to ten above.

3. This option allows you to add new students without destroying an existing class file.

CAUTION: DO NOT PRESS ANY KEYS WHILE INFORMATION IS BEING STORED ON THE DISK.

## DELETE a Student Name

1. Type "4" and press <RETURN>

2. The screen will ask, "Would you like to see the current names in the Class File? (Y/N)_____".

a. Type "YES" and press <RETURN>.
   1) The screen will show the first entry in the class file (first name, last name, social security number, and access code).
   2) Press <RETURN> to see the next entry on the list.
   3) Press <SPACE BAR> when you are ready to delete a name.
   4) Press <ESC> to return if you don't want to delete names.

b. Type "NO" and press <RETURN> to delete names from the file.

3. When the screen asks, type the student's LAST name and press <RETURN>.

4. Then type the student's first name and press <RETURN>.

5. The screen will ask, "Are you sure you want to delete this name? (Y/N)".

6. Type "YES" or "NO" and press <RETURN>.

7. The disk drive will operate and the name you deleted will appear. The screen will ask, "Are there more names to delete?".

8. Type "YES" or "NO" and press <RETURN>.

9. Press <ESC> when you are finished.

CAUTION: DO NOT PRESS ANY KEYS WHILE INFORMATION IS BEING STORED ON THE DISK.

## DISPLAY Class File

1. Type "5" and press <RETURN>.

2. Press <RETURN> to scroll through the list.

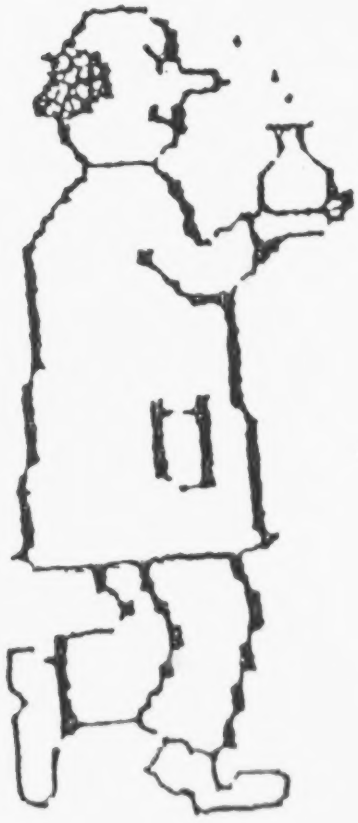
3. Press <SPACE BAR> to return to the Teacher File Handler Menu.

4. When you press <RETURN> after the last entry in the class file, the program will automatically return to the Teacher File Handler Menu.

RETURN to SECURITY Program

1. Type "6" and press <RETURN>.

2. The disk drive will operate and reset the program to the first screen asking for the name of a player.





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CHOICE Security
Outline

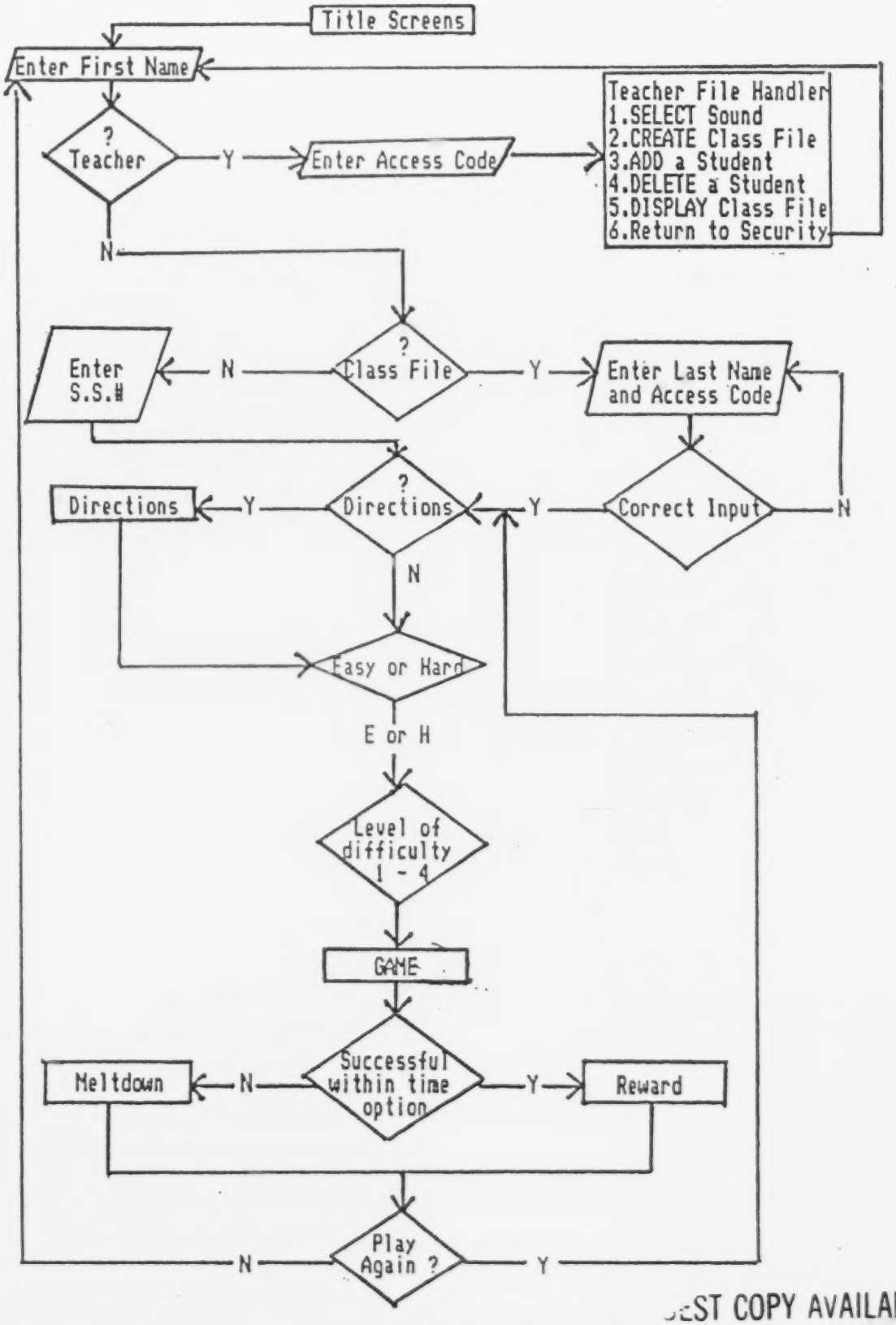
I. Educational Objectives
   A. To memorize one's social security number
   B. To reinforce Career Notes, "First Applications" material
   C. To recognize the social security number as having three segments
   D. To practice computer keyboard manipulation
   E. To develop and increase computer assisted instruction and awareness
   F. To promote and develop observation and matching skills
   G. To improve visual memory
   H. To foster goal setting and task completion
   I. To improve long and short term recall

II. Main Concepts of Design
   A. Appeal to multiple senses for greater learning
      1. Graphics and animation
      2. Optional sound as chosen by the instructor
   B. Graphics representations of concept
      1. Aid for understanding of program flow
      2. Aid for students with minimal reading capabilities
   C. Player options
      1. Easy or hard option
      2. Four achievement goals to choose from
      3. Directions option
      4. <Escape> provides option to begin again
   E. Teacher File Handler - name & social security number storage
      1. Sound option
      2. Create a class file
      3. Add a student name
      4. Delete a student name
      5. Display class file
      6. Return to Security program

III. Program Flow
   A. Introduction
   B. Easy or hard option
   C. Choice of achievement goal
   D. Play
   E. Two possible endings depending on successful or unsuccessful input
   F. Option: play again or stop

## CHOICE SECURITY

General Program Flow

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